GAME BOY ADVANCE

FINAL FANTASY® IV
ADVANCE

INSTRUCTION BOOKLET

SQUARE ENIX™

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE OR NINTENDO DS™ VIDEO GAME SYSTEMS.

PROLOGUE

One born of a dragon,
bearing darkness and light,
shall rise to the heavens
over the still land.

The moon's light eternal
brings a promise to Earth
with bounty and grace.

CONTENTS

CHARACTERS

An introduction to the characters appearing in Final Fantasy IV Advance.

CECIL -Dark Knight-

Entrusted with command of the Red Wings, Baron's royal airship fleet, he masters the dark sword under the king's orders. Cecil is a pure-hearted young man with a strong sense of justice.

■ SPECIAL COMMANDS
[Darkness]
Converts life force to attack power and attacks all enemies.

KAIN -Dragoon-

A rival of Cecil's, yet at the same time a close friend. As the commander of the dragoon unit, Kain possesses great strength and is admired by all of Baron.

■ SPECIAL COMMANDS
[Jump]
Jumps high into the air, hones in on an enemy, and plunges down to deliver twice the damage. Immune to enemy attacks while in the air.

ROSA -White Mage-

Renowned for her beauty throughout Baron, Rosa harbors feelings for Cecil. Rosa's mother was also a white mage who once fought alongside and saved the king of Baron. The determination to follow her mother's footsteps makes Rosa tread the path of the white mage—so that she herself might save Cecil.

■ SPECIAL COMMANDS
[White Magic]
[Pray]
Offers prayers to the heavens to recover all party members' HP.
[Aim]
Strikes with 100% precision when using bows and arrows.

RYDIA -Summoner-

A young girl residing in Mist, the village of summoners. While the blood she inherits from her summoner mother gives her the innate ability to summon creatures, within Rydia also lies great power for both white and black magic.

■ SPECIAL COMMANDS
[White Magic]
[Black Magic]
[Summon]
Calls forth summoned beasts that unleash powerful attacks.
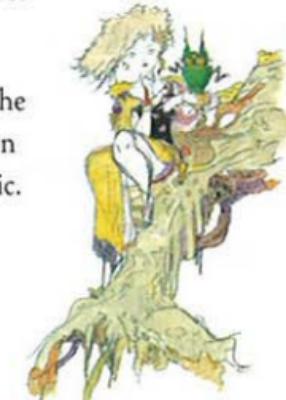
EDWARD -Bard-

Prince of Damcyan, the desert kingdom. Detesting his own status as royalty, this kind and compassionate young man wanders the countryside freely as a bard.

■ SPECIAL COMMANDS

[Sing]

Using a harp as accompaniment, singing can have various effects on enemies.

[Hide]

Hides and becomes immune to enemy attacks.

[Heal]

Uses potions on all allies.

TELLAH -Sage-

A sage famous amongst mages, Tellah once used mighty magic as he pleased. However, age has dwindled his abilities far more than he would like to admit...

■ SPECIAL COMMANDS

[White Magic]

[Black Magic]

[Recollect]

If successful, calls to mind and casts a powerful forgotten spell.

PALOM & POROM -Black Mage and White Mage-

Twin mage apprentices from the land of Mysidia. Palom trains as a black mage, while Porom trains as a white mage.

■ PALOM'S SPECIAL COMMANDS

[Black Magic]

[Twin]

Casts magic in tandem with Porom.

[Bluff]

Temporarily raises Intellect.

■ POROM'S SPECIAL COMMANDS

[White Magic]

[Twin]

Casts magic in tandem with Palom.

[Cry]

Surprises enemies and makes it easier to flee.

EDGE -Ninja-

Prince of the Kingdom of Eblan, where a legendary ninja tradition has been passed down for generations. Edge comes off quite self-assured with his advanced arsenal of ninja techniques.

■ SPECIAL COMMANDS

[Throw]

Strikes with 100% precision when using weapons like shuriken.

[Steal]

If successful, steals enemy treasure.

[Ninjutsu]

Uses a special ninja art.

BASIC CONTROLS

A basic explanation of Final Fantasy IV Advance's commands.

L Button

◆ Toggle between pages
   Available when the L and R Buttons are displayed on screen (such as in menus).
   Change characters
◆ Switch the displayed character

+ Control Pad

◆ Move character
◆ Move cursor

START

◆ Open main menu
◆ Pause/Resume battle

R Button

◆ Toggle between pages
   Available when the L and R Buttons are displayed on screen (such as in menus).
   Change characters
◆ Switch the displayed character

A Button

◆ Confirm   ◆ Examine
◆ Talk   ◆ Ride/Disembark
                     vehicle

B Button

◆ Cancel
◆ Dash
   (Use in combination with +Control Pad)

GAME BOY ADVANCE SP

To return to the title screen, press and hold the A Button + B Button + START + SELECT.

*Press and hold the L Button and R Button during battle to flee.

GETTING STARTED

How to start a game and save your progress.

Starting the Game

Insert the Final Fantasy IV Advance Game Pak into your Game Boy Advance system and turn the power on. After an intro scene, the title screen will be displayed.

Starting a New Quest

To play from the beginning, select "New Game."

Continuing a Previously Saved Game

To continue a saved game, choose "Load Game" and then select the game data. When Quicksave data is present, use "Continue" to resume from where you last left off (see p. 13).

Changing Names

Talk to the "Namingway" character in towns and villages to change your characters' names. You may change names as often as you wish.

Saving a Game

Whenever you stop playing, remember to save your game data. Select "Quicksave" or "Save" from the main menu to save game data.

Save

Save your game data by selecting "Save" from the main menu. You can save either in the field or at certain save points within dungeons and similar areas. Please keep in mind that if you choose to overwrite data, your previous save will be lost.

◆ **Save Points**
● Fields
● Save points in dungeons

Quicksave

"Quicksave" differs from "Save" in that you can temporarily save your position at any place during the game. You may do this by selecting "Quicksave" from the main menu. Data stored with the "Quicksave" command can be continued by selecting "Continue" from the main menu. Note that when a game is resumed, the Quicksave game data is discarded.

*Please note that Quicksave game data will also be discarded after beginning play with "New Game" or "Load Game."

MAIN MENU

Perform various actions such as checking character status, saving your game, and more from the main menu.

Viewing the Main Menu

The main menu can be called up by pressing START, except when in battle or during an event.

1	Party Members	Check characters' levels, HP, MP, status ailments, etc.
2	Commands	Commands available on the main menu.
3	Area	Name of area you are currently in.
4	Time Played	Total time spent playing.
5	Gil	Money in your possession (currency: gil).

Party Members

Check character information.

1	Formation	Front line to the left; rear guard to the right.
2	Name	The character's name.
3	Job	The character's job title.
4	Level	The character's level.
5	HP	Current HP / Maximum HP values.
6	MP	Current MP / Maximum MP values.
7	Status ailments	Condition (if the character is suffering from a status ailment).

An explanation of menu commands displayed on the main menu.

Items

This command allows you to use items in your possession.
Usable items are displayed in white.

1 Sub-commands — Commands for using items, disposing of items, etc.
2 Items possessed — A list of items that are in your possession.
3 Item description — A description of the currently selected item.

Item Sub-commands

■ **Use**
Move the cursor to the item you would like to use, and press the A Button twice. Depending on the item, you may need to select a target.

■ **Rearrange**
Select an item and press the A Button, then select another item and press the A Button to switch the items' positions.

■ **Sort**
Automatically reorganizes items.

■ **Trash**
Allows you to dispose of unnecessary items.

Magic

Check or use magic spells you have learned.

1 Magic type — The category the spell falls under.
2 Spells learned — Magic spells that have been acquired. (Available spells are displayed in white.)
3 Spell description — The effect of the magic spell.
4 MP used — The amount of MP consumed per use.

Casting Spells

Select the magic type and spell to use, and then select the target.

■ **Use on all**
Some spells can affect all members. When casting spells on the entire group, press either +Control Pad left or right to select all members, then select "Confirm."

*As with items, spells can also be rearranged.

Equipment

Use this screen to equip weapons or armor. Choose "Equipment," then select the character to equip. The equipment screen will appear.

❶	Sub-commands	Commands for equipping and removing equipment.
❷	Current equipment	Check presently equipped items.
❸	Current and equipped status	Displays change in status values for attack, defense, and magic defense (Green = Increase, Red = Decrease, White = No change).
❹	Equippable items in possession	Items that can be equipped.
❺	Description of equipment	A description of the currently selected equipment.

🔹 Equipment Sub-commands

■ **Equipment**
Select the body part you would like to equip, and then select an item.

■ **Best Equip**
Automatically equips the weapons and armor in a character's possession which provide the highest Attack and Defense statistics.
*Unequip - Select this command to remove equipment.

■ **Main Hand**
Characters have hand preference traits. Equipping the main hand with a weapon increases Attack. Note that in the case of bows and arrows, placing the arrows in the main hand increases Attack.

Status

Check character strength, level, experience points, and more.

❶	Name	The character's name.
❷	Job	The character's job.
❸	Level	The character's current level.
❹	Main hand	The character's hand preference.
❺	HP	Current HP / Maximum HP values.
❻	MP	Current MP / Maximum MP values.
❼	EXP	Current number of experience points.
❽	For next level	Experience points required for the character to reach the next level.
❾	Abilities	Current values of various character abilities.

🔹 Abilities and Effects

Abilities influence each character's performance.

Strength	Influences the effectiveness of physical attacks.	Precision	Probability of hitting when attacking.
Agility	Speed at which characters take action.	Defense	Defensive power when attacked.
Stamina	Manner by which HP increases.	Evasion	Probability of evading an attack.
Intellect	Effectiveness of black magic.	Magic Defense	Defensive power when attacked with magic.
Spirit	Effectiveness of white magic.		
Attack	Amount of damage inflicted.	Magic Evasion	Probability of evading a magic attack.

Order

You may change the order of the characters in your party. Select the character whose position you would like to change, and then choose the character to swap positions with. If an empty position is selected, the character will move there.

Row

You may switch characters between the front line and rear guard. Select "Row," and the entire party will switch between front line and rear guard.

Character Positioning

The precision of the front line is increased, but damage from enemy attacks is greater. Damage is less for the rear guard, but depending on the weapon, precision may be decreased.

Config

The Config menu allows you to change system settings.

■ **Battle Mode**
Sets the flow of time for battles. "Wait" stops the flow of time during command selection. "Active" maintains the flow of time during command selection.

■ **Battle Speed**
Sets the battle speed. Six speed settings are available.

■ **B Button Dash**
Enables faster movement in towns and dungeons without having to press the B Button.

■ **Save Cursor Position**
Sets whether to have the starting position of the cursor saved when opening menus or magic and item lists, or to return to the default cursor position each time.

■ **Window Color**
Changes the color of the game's windows.

■ **Bestiary**
Displays the monsters you have defeated (see p. 30).
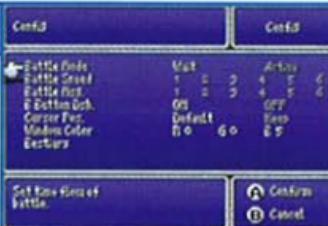
Quicksave

The Quicksave option allows you to temporarily suspend your game.

Save

Save game data in the field or at save points within dungeons, etc.

THE BATTLE SCREEN

Final Fantasy IV Advance's thrilling real-time battle system.

ATB (Active Time Battle) System

ATB is a system where the order of action is determined by the highest Agility value, regardless of ally or enemy. Unlike a turn-based battle, the results of your actions are reflected immediately.

■ **Differences in action intervals between characters**

After acting, the time required before a character can act again varies according to the character's abilities. Bear in mind that enemies may continue attacking while you select commands.

*You can stop the passing of time during command selection by changing the battle mode setting from the Config menu (see p. 21).

■ **Principles of time also apply to magic**

The incantation of a spell begins when the spell command is selected. When the incantation is finished, the spell is cast. Incantation time varies according to the type of magic.

Battle Screens

Battle begins when you encounter enemies in the field or in dungeons.

❶ Message Window	The battle message display.
❷ Party Members	The characters in the party.
❸ Enemies	The opposition.
❹ Enemy Name	Name of the enemy or enemies you are fighting.
❺ Battle Commands	Commands available during battle.
❻ HP	Current HP.
❼ ATB Bar	Commands can be entered when the ATB bar fills up and turns yellow. (The bar does not fill when characters are KO'd.)

BATTLE COMMANDS

A description of basic commands used in battle.

Attack

Attack the enemy with the currently equipped weapon. If nothing is equipped, a barehanded attack is performed.

Magic

Use a magic spell. Select a spell and target, and the spell's incantation will begin. *For magic that can be cast upon an entire group, press +Control Pad Left to select all enemies or +Control Pad Right to select all allies.

Items

Use items or change equipment. Select the item (or weapon) to use, then select the target.

◆ **Changing Weapons**

Select "Items," and the item area will be displayed. Press +Control Pad Up to display the equipment area, then select the equipment you would like to remove with the A Button. Select the weapon you would like to equip, and confirm with the A Button.

Row

Press +Control Pad Left when selecting a command, and the "Row" option will be displayed. Pressing the A Button will switch the party's front line and rear guard.

Defend

Press +Control Pad Right when selecting a command, and the "Defend" option will be displayed. Press the A Button, and the character will brace for defense.

Flee

Press and hold the L and R Buttons to flee. There may be certain situations you cannot escape.

End of battle and game

If your entire party is KO'd or petrified, the game ends. When the game is over, you must restart from the last place you saved, so remember to save often.

STATUS AILMENTS

When hit by an enemy's special attack, you may suffer one or more of the status ailments listed below. Some of these will subside after battle, and others may not.

Status	Name	Effect	How to Alleviate
Sleep		Target falls asleep, unable to act.	Esuna Alarm Clock
Paralysis		Cannot move, unable to act.	Esuna Unicorn
Confusion		Commands not accepted, may attack allies.	Esuna Be Attacked
Curse		Attack and Defense reduced by half.	Esuna Cross
Poison		Poison gradually reduces HP.	Esuna Antidote
Darkness		Vision worsens, physical attacks more likely to miss.	Esuna Eye Drops

Status	Name	Effect	How to Alleviate
Silence		Unable to use magic.	Esuna Echo Herbs
Pig		Unable to use magic.	Pig Esuna Diet Food
Toad		Unable to use magic, Attack and Defense decrease.	Toad Esuna Maiden's Kiss
Mini		Attack and Defense reduced by half.	Mini Esuna House Hammer
Petrify		Turned to stone, unable to act.	Esuna Gold Needle
KO		Unable to act until restored.	Life Phoenix Down

SHOPS

You can buy and sell items at various shops in town. Use these to your advantage!

Buying and Selling Goods

Talk to the shop clerk, and the "Buy," "Sell," and "Exit" commands will appear. If you would like to buy something, select "Buy." Next, choose the item, enter the quantity, and make the purchase.
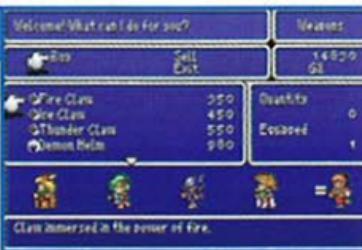
*When purchasing equipment, [▲] indicates parameters will be increased by equipping the selected item over the currently equipped item, and [▼] indicates a decrease in parameters. Also, when equipped with the selected item, [=] is displayed. When the equipment will produce no change in parameters, nothing is displayed.

Types of Shops

Inn
Restores HP and MP to their maximum values.

Weapons
Makes weapons available for purchase.

Armor
Makes protective equipment available for purchase.

Items
Offers a wide selection of items for sale.

TRANSPORTATION

Various means of transportation for moving around the world.

Airship

A vehicle that lets you take to the skies. Take off and land with the A Button.

◆ Areas where takeoff and landing are possible: Plains

Hovercraft

A high-speed vessel with a propeller. Moves over land and shallow waters.

◆ Areas where takeoff and landing are possible: Desert, plains
◆ Navigable terrain: Shoals, rivers
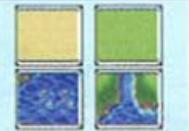
Chocobos

◆ **Chocobo**
Moves over land and rivers at twice the speed of foot travel.

◆ **Black Chocobo**
Soars through the air landing only in forests. Hop off once and the black chocobo will wait for you. Hop on a second time and it will head back to its home forest.

◆ **White Chocobo**
Talk to this chocobo and your MP will be restored to its maximum value.

◆ **Fat Chocobo**
This chocobo stores various items for you. It appears when Gysahl Greens are used in an area that smells of chocobo within the Chocobo Forest.

BESTIARY

The Bestiary can be viewed from the title screen and Config menu.

Bestiary

| Monsters slain | 2 % | ➊ |

L				R
★★	1	Goblin	3	
	2	Helldiver	2	
★★★	3	Floating Eyeball	3	
	4	?????????	0	➋
	5	?????????	0	
	6	?????????	0	
	7	?????????	0	
	8	?????????	0	
	9	?????????	0	

Ⓐ Confirm   Ⓑ Cancel

➊ **Monsters defeated**
   Displays the percentage of monster types you have defeated.

➋ **Monster name**
   Defeat a monster, and its name and number defeated will appear here.

MAGIC LIST

An introduction to the spells appearing in the game.

White Magic

Name	MP Cost	Effect
Cure	3	Restores a small amount of HP. Inflicts damage on undead monsters.
Cura	9	Restores some HP. Inflicts damage on undead monsters.
Curaga	18	Restores a large amount of HP. Inflicts damage on undead monsters.
Curaja	40	Fully restores HP. Inflicts damage on undead monsters.
Esuna	20	Removes all status ailments except KO.
Life	8	Removes KO status. Destroys undead monsters in one fell swoop.
Full-Life	52	Removes KO status and restores maximum HP. Destroys undead monsters in one fell swoop.
Blink	8	Creates target decoys and protects from physical attacks by enemies.

Name	MP Cost	Effect
Protect	9	Projects a faint aura of light around the body to increase defense against physical attacks.
Shell	10	Projects a faint aura of light around the body to increase defense against magic attacks.
Reflect	30	Projects a barrier of light around the body to temporarily reflect enemy magic attacks.
Float	8	Lifts party members' bodies and avoids earth damage inflicted from the ground.
Hold	5	Sends a shockwave to the enemy's motor nerves, causing paralysis and temporarily halting movement.
Silence	6	Seals the enemy's magic, rendering it temporarily incapable of casting spells.
Confusion	10	Transmits a powerful mental wave to the brain, confusing the target and causing it to strike its own allies.
Slow	14	Concentrates mental energy on an enemy's motor nerves, dulling senses and slowing movement.

Name	MP Cost	Effect
Dispel	12	Eliminates and nullifies effects of magic cast on enemies.
Scan	1	Concentrates mental energy on one enemy and detects that enemy's current HP, maximum HP, and weaknesses.
Haste	25	Used on the motor nerves of an ally, enhancing performance to the fullest of abilities and accelerating movements.
Berserk	18	Enrages ally and increases attack power with continuous automatic attacks until the end of battle.
Teleport	10	Escapes from battle or returns to ground level from dungeons, towers, and similar structures.
Mini	6	Shrinks target or restores target friend or foe to original size.
Sight	2	Use when moving to get an overview of the surrounding area.
Holy	46	Converts mental power to holy power to inflict great damage upon enemies.

Black Magic

Name	MP Cost	Effect
Fire	5	Releases a fireball, inflicting fire damage. Highly effective against enemies with fire weaknesses.
Fira	15	A stronger version of Fire that engulfs the enemy in whirls of flame, searing it severely.
Firaga	30	The strongest fire magic. Engulfs the enemy in towers of flame, burning it to a crisp.
Blizzard	5	Rapidly freezes air into blocks of ice, damaging the enemy. Highly effective against reptiles.
Blizzara	15	A stronger version of Blizzard that crystallizes moisture in the air into ice, deep-frosting the enemy.
Blizzaga	30	The strongest ice magic, generating gigantic icicles from the surrounding air to impale the enemy.
Thunder	5	Brings lightning down upon the enemy from overhead to inflict damage. Highly effective against aquatic monsters.
Thundara	15	A stronger version of Thunder. Converts energy into an electric spark, creating lightning that crashes down on the enemy.

Name	MP Cost	Effect
Thundaga	30	The strongest thunder magic. Generates a powerful pillar of electricity, charring the enemy.
Tornado	25	Generates a powerful whirlwind bringing an enemy to the brink of death.
Quake	30	Sends a wave of energy through the ground, causing an earthquake that inflicts great damage on the enemy forces.
Meteor	99	Acts upon the gravitational forces of the universe to rain meteors down upon enemy forces and inflict massive damage.
Poison	2	Extracts natural poisons present in the ground and air and injects them into the enemy's body, inflicting damage.
Bio	20	Activates and magnifies bacteria attached to the enemy's body, causing a gradual reduction in HP.
Break	15	Instantly turns enemies to stone, regardless of their HP level.
Death	35	Calls Death forth to the enemy, instantly removing its soul and eliminating it.

Black Magic

Name	MP Cost	Effect
Warp	4	Returns to the previous floor in dungeons. Has no effect in battle.
Toad	7	Turns target into toad or restores it to original state.
Pig	1	Turns target into pig or restores it to original state.
Flare	50	Extracts antimatter particles from another dimension, causing an explosion of light and heat that leaves no remains of the enemy.
Sleep	12	Acts upon the enemy's brain cells, lulling the enemy into an irresistible slumber.
Stop	15	Forcefully intervenes in the flow of time around the enemy, bringing time to a halt for a set period.
Drain	8	Converts enemy HP into energy waves, absorbs them, and brings them back to restore caster's HP.
Osmose	0	Converts enemy MP into energy waves, absorbs them, and brings them back to restore caster's MP.

Ninjutsu

Name	MP Cost	Effect
Image	6	Creates decoys of self. Holds off physical attacks by enemies.
Blitz	25	Calls forth lightning, inflicting great damage on all enemies.
Flame	15	Causes flames to flare up around enemies, inflicting great damage on all enemies.
Flood	20	Calls forth a tsunami that inflicts great damage on all enemies.
Pin	5	Attacks the enemy's shadow, temporarily halting movement.
Smoke	10	Throws a smoke bomb that projects a thick cloud of smoke, allowing the party to escape from battle.

Summons

Name	MP Cost	Effect
Chocobo	7	Summons a chocobo spirit. Inflicts damage on one enemy with a chocobo kick.
Dragon	20	Summons the Mist Dragon. Attacks all enemies with Mist Breath.
Shiva	30	Summons Shiva, the spirit of ice. Inflicts damage on all enemies with Diamond Dust.
Ramuh	30	Summons Ramuh, the spirit of thunder. Inflicts damage on all enemies with his Bolt of Judgment.
Ifrit	30	Summons Ifrit, the spirit of fire. Inflicts damage on all enemies with Hellfire.
Titan	40	Summons Titan, the spirit of earth. Inflicts damage on all enemies with Gaia's Wrath.

Name	MP Cost	Effect
Asura	50	Summons Asura, queen of the summons. Casts either Protect, Curaga, or Life on all allies.
Leviathan	50	Summons Leviathan, spirit of the deep blue sea. Causes a massive tsunami that inflicts damage on all enemies.
Sylph	25	Summons Sylph, the spirit of wind. Whisperwind absorbs the HP of one enemy and distributes it among all allies.
Odin	45	Summons Odin, the spirit of fatal strikes. Brings death to all enemies with his Zantetsuken.
Bahamut	60	Summons the spirit Bahamut. Inflicts extreme damage on all enemies with Mega Flare.